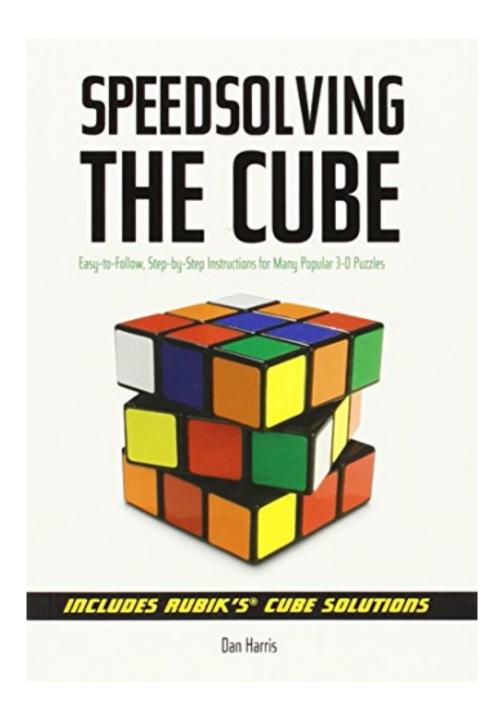


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They call it "speedcubing"—a mind-bending blur of quick twists and turns that solves Rubik's Cube in times that have been clocked at less than 20 seconds! Today, thanks to the 2003 revival of the Rubik's World Championships, speedcubing is spreading like wildfire. Here, complete with detailed illustrations and basic as well as advanced solving techniques, is the ultimate speedcuber's guide. It not only gives the solution to the familiar 3x3x3 cube (which has 43,252,003,274,489,856,000—that's 43 quintillion—possible positions), but also the 2x2x2, 4x4x4, and staggeringly difficult 5x5x5 puzzles. With millions of cubes out there and countless would-be champions looking for tips to improve their times, this is the definitive manual for this unique sport.

Sales Rank: #8446 in Books
Brand: Brand: Sterling
Published on: 2008-05-01
Original language: English

• Number of items: 1

• Dimensions: .39" h x 5.12" w x 7.18" l, .56 pounds

• Binding: Paperback

• 176 pages

Features

• Used Book in Good Condition

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full errata corrections given here for a decent, slightly dated transition out of beginner's method By RockinRyan

This book is a decent travel companion or for times when you aren't near a computer. Watching videos will likely teach more people more quickly, but I knew this and still purchased the book. I've only worked with the 2x and 3x cubes so far and it's been a useful reference.

The book is probably most appropriate for people moving from beginner to intermediate. Though you could certainly learn from the ground up here, I found online references (You CAN do the cube dot com) more than sufficient to learn the beginner's method where the tight binding of this little book is not fighting you physically why trying to wrap your head around your first solves. I also have benefited more from watching specific UTube video collections than from the book (badmephisto and crazybadcuber come to mind) but even still, I'm happy to have something that isn't a video device.

Quite simply - this is just a supplement to all the videos I watch. It's a little dated. It's little in size. It's okay and very inexpensive.

If you're finding that the algorithms are incorrect on the 2x2x2 or the 3x3x3 odds are you're making an error with the notation. My favorite mistake when I'm tired is to start applying B's to the bottom instead of the back. Remember, D for Down, B for back! That said, there are some known errors, primarily concentrated in the 5x5x5 section. I'm including the complete list of corrections from the original errata page for your reference. I took a fine Sharpie and applied all the corrections in one pass.

ERRATA:

A full set of corrections - From the Way Back Machine, as the original site is now gone:

Page 12 - Table 3.4 Move Notation Scheme - Cube Rotations

In the book: "...z2 means rotate the cube 180 clockwise so that the U-face becomes the D-face, and the R-face stays the same."

Correction: "...z2 means rotate the cube 180 clockwise so that the U-face becomes the D-face, and the F-face stays the same."

Simple oversight.

* * *

Page 31 - Table 4.5b Adjacent Edge Swap Algorithm

In the book: R U2 R' U' R U' R' 1 U2 1 R U R' U R U2 R' Correction: R U2 R' U' R U' R' + U2 + R U R' U R U2 R'

The 1's should be replaced with + signs to indicate that the algorithm comes in three parts. First you do the Permute Edges Clockwise algorithm, then a U2, and finally the Permute Edges Counter Cockwise algorithms.

* * *

Page 36 - Table 4.8 Swap Adjacent Corners Algorithm

In the book: R' F9 L' F R F' L F R' F' L F R F' L' F Correction: R' F' L' F R F' L F R' F' L F R F' L' F

F9 should be written as F'

* * *

Page 43 - Table 5.1

In the book: 0.00005 Correction: 0.0005

The % of total cross cases that can be solved in 0 moves is 0.0005, or 5*10^-4.

* * *

Page 56 - Tables 5.8 and 5.9

The table titles have been switched by mistake. Where it says "Counterclockwise" in the title of Table 5.8 read Clockwise, and vice-versa in Table 5.9

* * *

Page 125 - Table 8.3 Both Algorithms

In the book: Corner-Center at Front: (R r) U (R' r') U (R r) (U2 u2) (R' r') (R r)

Correction: Corner-Center at Front: (R r) U (R' r') U (R r) U2 (R' r')

In the book: Corner-Center on Bottom: (R2 r2) U (R2 r2) U (R2 r2) (U2 u2) (R2 r2) Correction: Corner-Center on Bottom: (R2 r2) U (R2 r2) U (R2 r2) U2 (R2 r2)

Both algorithms are written slightly wrong, please study the corrections carefully to see how they should be written.

* * *

Page 126 - Table 8.4 Wing Edge in bottom layer, on the left.

In the book: Move: D F D' (D' d')
Correction: Move: D F D' F' (D' d')

An F' has been omitted in printing.

* * *

Page 127 - Table 8.5 Both Algorithms for Centre-Edge piece in the bottom layer, and Right-hand diagram

In the book: Colours on Front Face are Nonmatching: R' F' U F (U' u') (D d) Correction: Colours on Front Face are Nonmatching: D F D' F' (U' u') (D d)

In the book: Colours on Front Face are Matching: R U' R (U' u') (D d)

Correction: Colours on Front Face are Matching: R' D R (U' u') (D d). Please note the Orange sticker on the D slice should be on the Center-Edge NOT the WIng-Edge

Some typing errors, please study corrections carefully.

* * *

Page 132 - Missing Sentence at end of page

In the book: "If you don't know how to solve the 3x3x3,"

Correction: "If you don't know how to solve the 3x3x3, please see the beginner method described in chapter 4 for guidance"

Printing error.

* * *

Page 151 - Second algorithm from top (Cube in cube in cube pattern)

In the book: U' L' U' F' R2 B' R F U B2 U B' L U' F U R F Correction: U' L' U' F' R2 B' R F U B2 U B' L U' F U R F'

Final move should be F' not F.

0 of 0 people found the following review helpful.

Great book. Easy to understand

By anonymous

Great book. Easy to understand.

0 of 0 people found the following review helpful.

Five Stars

By Lee F.

Thanks

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